

Elite Opponents More (Half-)Fiendish Variety

Creature Incarnations
By Robert Wiese



New Customizations of the Half-Fiend Template for Devils

If you've ever wondered what happens when devils use eroticism to corrupt mortals . . . that is not the focus of this article. The results of such activity, aside from corruption, are half-fiends. As was noted in the previous article ([\(Half\)-Fiendish Variety, Part 1](#)), half-fiends in the *Monster Manual* are all the same no matter what fiend contributed half. By customizing the half-fiend template to account for the devil involved, you can add some variety and new challenges without creating new material. Note that this method also works on the half-celestial template, though there are no examples of that in this piece. It's all about devils this time.

Creating a Diabolical Half-Fiend

The approach used to customize the half-fiend template is described in detail in the web enhancement *(Half)-Fiendish Variety, Part 1*, so this is just a summary of the main areas you can customize. Go read the other article for a full treatment.

First, choose a devil on which to base your customized creature (referred to as "base devil") and a base monster to modify ("base creature"). Then, prepare the customized version of the template using the full guide in *(Half)-Fiendish Variety, Part 1* or the shorter version here. Then apply the customized template. Easy as pie.

Size and Type: If the base devil is Huge or larger, increase the base creature's size one category so long as it is still no larger than the base devil. The relevant changes to the base creature's statistics can be found on page 291 of the *Monster Manual*. If the base creature increases in size, increase the CR of the final creature by 1.

Speed: If the base devil has wings, give the new creature wings and a fly speed. If the base devil swims or burrows, consider giving the new creature those modes. Always use the better speed of the base devil or base creature.

Armor Class: Divide the base devil's natural armor bonus by 4 (round down) and add that to the base creature as an improvement to its own natural armor. You should always add a minimum of a +1 natural armor improvement.

Attack and Damage: Give the new creature whatever natural attacks the base devil or the base creature has. Use the base creature's damage for the attacks, or the value in the table on page 148 of the *Monster Manual*, whichever is greater. For damage other than claws and a bite, such as a slam, use the damage from the table on page 296 of the *Monster Manual*.

Player Characters and the Half-Fiend Template

The article *(Half)-Fiendish Variety, Part 1* has a brief discussion about introducing bizarre rituals so that your existing player characters can acquire the half-fiend template, and thus these customized versions. Devils love this idea, since they can work the PC's soul into the bargain. "We'll show you how to unlock this power, but when you die your soul is forfeit to us. Sign on the dotted line." For devils, it's all about collecting souls, and offering power in exchange is one of their main methods of gaining souls. Play this aspect up, and see also Faustian Pacts on page 23 of *Fiendish Codex II: Tyrants of the Nine Hells*.

Special Attacks: Switch out spell-like abilities in the list on page 148 of the *Monster Manual* with those the base devil has, or don't. It's your choice. You can also use the handy dandy Swappable Spell-Like Abilities table on page 108 of *Fiendish Codex II: Tyrants of the Nine Hells*. Keep the frequency the same as for the standard half-fiend template (in other words, if you replace a 3/day spell-like ability, the replacement works 3/day too).

Special Qualities: Change the new creature's damage reduction from magic to whatever the base devil has. Choose one if it has two possibilities.

Abilities: The total modifier for the template is +16 ability points. Eyeball the base devil's stats and split up this +16 total among the new creature's ability scores (except Wisdom) to match the pattern of the base devil's scores.

Skills: A half-fiend gains skill points as an outsider and has skill points equal to $(8 + \text{Int modifier}) \times (\text{HD} + 3)$. Treat skills from the base devil's skill list and the base creature's skill list as class skills. Skills in the list in which the base creature or the base devil has no actual ranks should not be treated as class skills.

Challenge Rating: If you think the new creature is more difficult to defeat than it would be with the standard half-fiend template, apply the Challenge Rating increases above and then add +1. Remember to add 1 if the creature changed size; a larger size always makes something harder to defeat.

Appearance: Use your imagination to combine the two creatures' appearance into something cool for the new creature. Coolness is more important than strict accuracy.

In the sample creatures below, and there are a plethora of them, the customization steps are listed before the stat blocks. That way you can apply the customization to any qualified base creature easily.

Imp/Nixie Combination

This small being has foul green skin, like the color of bile, pointed ears like an elf, black leathery wings, a barbed tail, horns, and webbed fingers and toes. Its silver eyes have an evil glint to them, instead of the wide innocent look of a nixie. It stands about 2 feet tall. It likes to begin a combat invisible, and then attack by surprise with sword and stinger. It also likes to find a good place to use its crossbow from where it cannot be attacked. Its crossbow can be fired underwater without penalties.

Customized Half-Fiend Template

These steps show how the half-fiend (imp) template is applied to this sample creature.

- **Size and Type:** Unchanged size, type outsider.
- **Speed:** Wings, fly 50 ft. (good).
- **Armor Class:** +1 natural armor improvement.
- **Attack:** No claws or bite, add sting attack.
- **Damage:** 1d4 stinger.
- **Special Attacks:** *Smite good*, 1-2 *invisibility* (self only, CL 3rd [the minimum]).
- **Special Qualities:** Darkvision 60 ft., immune to poison, acid/cold/electricity/fire resistance 10, DR 5/good, SR 11.
- **Abilities:** Increase from the base creature as follows: Str +2, Dex +6, Con +2, Int +2, Cha +4.
- **Skills:** 10 skill points per $(\text{HD} + 3)$ based on new Intelligence for a total of 40. Add Diplomacy, Hide, one

Knowledge, Move Silently, Search, and Spellcraft as class skills.

- **Challenge Rating:** +1

Sample Creature

Half-Fiend (Imp)/Half-Nixie CR 2

NE Small outsider (aquatic)

Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +5, Spot +5

Languages Aquan, Common, Sylvan

AC 20, touch 17, **flat-footed** 14; Dodge

(+1 size, +6 Dex, +2 armor, +1 natural)

hp 5 (1 **HD**); **DR** 5/good

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 11

Fort +1, **Ref** +8, **Will** +3

Speed 20 ft. (4 **squares**), fly 50 ft. (perfect), swim 30 ft.

Melee short sword +8 (1d4-1/19-20) and

sting +2 (1d4-1) or

Melee sting +7 (1d4-1)

Ranged light crossbow +8 (1d6/19-20)

Base Atk +0; **Grp** -5

Atk Options *smite good* 1/day (+1 damage)

Special Actions *charm person*

Spell-Like Abilities (CL 3rd):

3/day -- *invisibility* (self only)

Abilities **Str** 9, **Dex** 22, **Con** 13, **Int** 14, **Wis** 13, **Cha** 22

SQ *water breathing*, wild empathy

Feats Dodge [B], Weapon Finesse

Skills Bluff +10, Craft (leatherwork) +6, Escape Artist +9, Handle Animal +10, Hide* +14 (+19 in water), Listen +5, Move Silently +7, Perform +9, Search +6, Sense Motive +5, Spellcraft +3, Spot +5, Swim +7

Possessions masterwork small short sword, masterwork small light crossbow, masterwork leather armor

Smite Good (Su) Once per day a half-fiend/half-nixie can make a normal melee attack to deal +1 extra points of damage against a good foe.

Charm Person (Sp) A half-fiend/half-nixie can use *charm person* three times per day as the spell (caster level 4th). Those affected must succeed on a DC 17 Will save or be *charmed* for 24 hours. The save DC is Charisma-based.

Amphibious (Ex) Although half-fiend/half-nixie are aquatic, they can survive indefinitely on land.

Water Breathing (Sp) Once per day a half-fiend/half-nixie can use *water breathing* as the spell (caster level 12th).

Wild Empathy (Ex) This ability works like the druid's wild empathy class feature, except that a half-fiend/half-nixie has a +6 racial bonus on the check.

Skills A half-fiend/half-nixie has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run

action while swimming, provided it swims in a straight line.

*Half-fiend/half-nixies have a +5 racial bonus on Hide checks when in the water.

Pleasure Devil/Medusa Combination

A pleasure devil is an extremely beautiful humanlike devil, so this creature is a ravishingly beautiful humanlike creature with snakes for hair. Even the snakes are beautiful. It wears studded leather armor and carries a shortbow. It prefers to use its *enthrall* and *charm monster* spell-like abilities to fascinate foes so that they have to look at the medusa and not turn away, and thus risk turning to stone while the effect lasts. A charmed victim is told simply, "Do not attack me, and look intently at me." Eventually the victim turns to stone.

Customized Half-Fiend Template

These steps show how the half-fiend (pleasure devil) template is applied to this sample creature.

- **Size and Type:** Unchanged size, type outsider.
- **Speed:** No change.
- **Armor Class:** +1 natural armor improvement.
- **Attack:** No claws or bite.
- **Damage:** As weapon.
- **Special Attacks:** *Smite good*, 1-2 *produce flame*, 3-4 *enthrall*, 5-6 *charm monster*, CL 6th
- **Special Qualities:** Darkvision 60 ft., immune to poison, acid/cold/electricity/fire resistance 10, DR 5/silver, SR 11.
- **Abilities:** Increase from the base creature as follows: Str +2, Dex +4, Con +2, Int +2, Cha +6.
- **Skills:** 10 skill points per (HD + 3) based on new Intelligence for a total of 90. Add Concentration, Diplomacy, Hide, Intimidate, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Listen, Search, Sense Motive, and Spellcraft as class skills.
- **Challenge Rating:** +2.

Sample Creature

Half-Fiend (Pleasure Devil)/Half-Medusa CR 9

LE Medium outsider

Init +4; **Senses** darkvision 60 ft.; Listen +8, Spot +8

Languages Common

AC 23, touch 15, flat-footed 19

(+4 Dex, +4 armor, +1 deflection, +4 natural)

hp 39 (6 HD); **DR** 5/silver

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 16

Fort +4, **Ref** +9, **Will** +6

Speed 30 ft. (6 squares)

Melee mwk dagger +11/+6 (1d4+1/19-20) and

snakes +3 (1d4+1) or

snakes +7 (1d4+1)

Ranged mwk shortbow +11 (1d6/x3)

Base Atk +6; **Grp** +7

Atk Options Point Blank Shot, Precise Shot, petrifying gaze, poison, *smite good*

Spell-Like Abilities (CL 6th):

3/day -- *produce flame* (+7 melee touch or +10 ranged touch)

1/day -- *enthrall* (DC 17), *charm monster* (DC 19)

Abilities Str 12, Dex 19, Con 14, Int 14, Wis 13, Cha 21

Feats Point Blank Shot, Precise Shot, Weapon Finesse

Skills Bluff +14, Concentration +9, Diplomacy +16, Disguise +12 (+14 acting), Hide +11, Intimidate +14, Knowledge (arcana) +6, Knowledge (religion) +6, Knowledge (the planes) +6, Listen +8, Move Silently +10, Sense Motive +8, Spellcraft +7, Spot +8

Possessions masterwork shortbow, *quiver of Ehlonna*, 40 arrows, masterwork dagger, +1 *studded leather armor*, *ring of protection* +1

Smite Good (Su) Once per day a half-fiend/half-medusa can make a normal melee attack to deal +6 extra points of damage against a good foe.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 18 negates. The save DC is Charisma-based.

Poison (Ex) Injury, Fortitude DC 15, 1d6 Str/2d6 Str. The save DC is Constitution-based.

Horned Devil/Advanced Tendriculos Combination

This combination produces an ogrelike mass of vegetation covered in some kind of scales. It has huge black batlike wings rising from its back. Its cavernous "mouth" glistens with pointy teeth, and it has glowing red spots in the midst of the vines and leaves about where eyes would be on a human. The creature is reddish brown and green, and it looks a little like its vegetation is on fire. In combat, it uses the same tactics as a tendriculos, since it is not a lot different from one. It can fly, and it pursues foes that a normal tendriculos would flee. It uses its *fireball* spell-like ability at the start of a fight, and then once it has cleared foes from right around it, it instinctively uses *magic circle against good*. It does not usually remember to use its other spell-like abilities because foes seem to resist them easily.

Customized Half-Fiend Template

These steps show how the half-fiend (horned devil) template is applied to this sample creature.

- **Size and Type:** Unchanged size, type outsider.
- **Speed:** Wings, fly 50 ft. (poor).
- **Armor Class:** +4 natural armor improvement.
- **Attack:** The horned devil has claw and bite attacks, but the tendriculos has a bite attack too, and claws just don't make sense. So no claws.
- **Damage:** As tendriculos.
- **Special Attacks:** *Smite good*, 1-2 *darkness* 3/day, 3-4 *magic circle against good*, 5-6 *unholy blight*, 7-8 *fireball* 3/day, 9-10 *nightmare*, 11-12 *blasphemy*; CL 12th.
- **Special Qualities:** Darkvision 60 ft., immune to poison, acid/cold/electricity/fire resistance 10, DR 5/good, SR 22.
- **Abilities:** Increase from the base creature as follows: Str +6, Dex +4, Con +4, Cha +2.
- **Skills:** 5 skill points per (HD + 3) based on new Intelligence for a total of 75. Add Bluff, Climb, Concentration, Intimidate, Listen, Move Silently, Search, Sense Motive, and Spot as class skills.
- **Challenge Rating:** +3.

Sample Creature

Half-Fiend (Horned Devil)/Half-Tendriculos CR 9

LE Huge outsider (advanced)

Init +1; **Senses** darkvision 90 ft., low-light vision; Listen +11, Spot +11

Languages Common

AC 22, touch 9, flat-footed 21

(-2 size, +1 Dex, +13 natural)

hp 12 (150 HD); regeneration 10; DR 5/good

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 22

Fort +16, **Ref** +5, **Will** +5

Speed 20 ft. (4 squares), fly 50 ft. (poor)

Melee bite +19/+14 (2d8+12) and

2 tendrils each +14 (1d6+6)

Space 15 ft.; **Reach** 15 ft.

Base Atk +9; **Grp** +29

Atk Options Cleave, Power Attack, improved grab, paralysis, swallow whole, *smite good*

Spell-Like Abilities (CL 12th):

3/day -- *darkness*, *fireball* (DC 10)

1/day -- *magic circle against good*, *nightmare* (DC 12), *unholy blight* (DC 11)

Abilities Str 34, Dex 13, Con 26, Int 4, Wis 8, Cha 5

Feats Alertness, Cleave, Iron Will, Power Attack, Stealthy

Skills Concentration +18, Hide +10, Listen +11, Move Silently +13, Search +7, Sense Motive +9, Spot +11

Smite Good (Su) Once per day a half-fiend/half-tendriculos can make a normal melee attack to deal +12 extra points of damage against a good foe.

Improved Grab (Ex) To use this ability, a half-fiend/half-tendriculos must hit an opponent of up to Large size with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round. A half-fiend/half-tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Swallow Whole/Paralysis (Ex) A half-fiend/half-tendriculos can try to swallow a grabbed opponent by making a successful grapple check. The swallowed creature takes 1d6 points of bludgeoning damage and 2d6 points of acid damage per round from the creature. Once inside the creature, the opponent must succeed on a DC 24 Fortitude save or be paralyzed for 3d6 rounds by the creature's digestive juices. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the creature (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge half-fiend/half-tendriculos's interior gizzard can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Regeneration (Ex) Bludgeoning weapons and acid deal normal damage to a half-fiend/half-tendriculos. If a half-fiend/half-tendriculos loses a limb or body part, the lost portion regrows in 1d6 minutes. The creature can reattach the severed member instantly by holding it to itself.

Ice Devil/Annis Hag Combination

This combination produces a creature that looks like a tall female human with an insectlike head and a long tail

covered with spikes. It has pale blue, almost white skin, and black hair grows atop the insect head. In combat, this creature begins with a *wall of ice* to divide foes, and then concentrates on one group at a time. It uses darkness to counter rogues, and it makes free use of its *cone of cold* before going to melee.

Customized Half-Fiend Template

These steps show how the half-fiend (ice devil) template is applied to this sample creature.

- **Size and Type:** Unchanged size, type outsider.
- **Speed:** No change.
- **Armor Class:** +4 natural armor improvement.
- **Attack:** The annis already has claw and bite attacks. The ice devil has a tail attack, so let's add that.
- **Damage:** Tail 1d8.
- **Special Attacks:** *Smite good*, 1-2 *darkness* 3/day, 3-4 *fly*, 5-6 *wall of ice*, 7-8 *cone of cold* 3/day; CL 7th.
- **Special Qualities:** Darkvision 60 ft., immune to poison, acid/cold/electricity/fire resistance 10, DR 5/good, and no change to SR because the annis's SR is 19.
- **Abilities:** Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +4, Cha +2.
- **Skills:** 11 skill points per (HD + 3) based on new Intelligence for a total of 110. Add Climb, Concentration, Intimidate, Jump, Knowledge (any three), Move Silently, Search, Sense Motive, and Spellcraft as class skills.
- **Challenge Rating:** +3.

Sample Creature

Half-Fiend (Ice Devil)/Half-Annis Hag CR 9

LE Large outsider

Init +4; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Languages Common, Giant

AC 25, touch 11, flat-footed 23

(-1 size, +2 Dex, +14 natural)

hp 59 (7 HD); **DR** 2/bludgeoning and 5/good

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 19

Fort +8, **Ref** +7, **Will** +6

Speed 40 ft. (8 squares)

Melee 2 claws each +5 (1d6+9) and

bite +10 (1d6+4) and

tail +10 (1d8+4)

Space 10 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +20

Atk Options Blind-Fight, improved grab, rake 1d6+9, rend 2d6+13, *smite good*

Spell-Like Abilities (CL 7th):

3/day -- *cone of cold* (DC 16), *darkness*, *fog cloud*

1/day -- *fly*, *wall of ice*

Abilities Str 29, Dex 14, Con 18, Int 17, Wis 13, Cha 12

Feats Alertness, Blind-Fight, Great Fortitude

Skills Bluff +9, Climb +14, Concentration +12, Diplomacy +5, Disguise +1 (+3 acting), Gather Information +3, Hide +8, Intimidate +3, Jump +18, Knowledge (geography) +12, Knowledge (local) +12, Knowledge (nature) +12, Listen +13, Move Silently +11, Sense Motive +10, Spellcraft +8, Spot +13, Survival +1 (+3 avoiding getting lost and hazards, +3 in aboveground natural environments)

Smite Good (Su) Once per day a half-fiend/half-annis can make a normal melee attack to deal +7 extra points

of damage against a good foe.

Improved Grab (Ex) To use this ability, a half-fiend/half-annis must hit an opponent of up to Large size with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex) Attack bonus +15 melee, damage 1d6+9. A half-fiend/half-annis can attack a grappled foe with both claws at no penalty.

Rend (Ex): A half-fiend/half-annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+13 points of damage.

Paeliryon/Hydra (12 Heads) Combination

I had a few options that I had to consider when I decided to try to use the hydra as a base. Since the hydra in the *Monster Manual* has an Intelligence that doesn't meet the prerequisites for the half-fiend template, I could either arrange the ability scores a bit differently (working with the idea that the base *Monster Manual* monster developed a bit differently than other hydras) or add another template. Below are two sets of statistics for each method. The resulting creature looks like a giant reptile with twelve porcine heads. If it's tentacular, it has tentacles in place of rows of sharp teeth that the non-half-illithid version has, and the porcine eyes in both versions give it a very unnatural look. Large brown and yellow leathery wings rise from its brown torso, which gives the impression that the creature is overweight. It's about 20 feet long, which is the length of a typical hydra. In combat, it prefers to use its many bite or tentacle attacks. In the first round, it always uses *smite good* against a likely foe. It loves to begin the combat invisibly, getting off a spell-like ability or massive round of attacks against flat-footed foes. It uses *enervation* against enemy spellcasters, and, as a half-illithid, it may just use *charm monster* against that particularly tasty foe so that it can start extracting a brain (or two -- think of the number of heads involved here!).

Customized Half-Fiend Template

These steps show how the half-fiend (paeliryon) template is applied to this sample creature.

- **Size and Type:** Unchanged size, type outsider.
- **Speed:** Wings, fly 50 ft. (poor); I did not give it a burrow speed because that just doesn't make sense.
- **Armor Class:** +5 natural armor improvement.
- **Attack:** Claws on a hydra don't make sense, and it had a slew of bite attacks that changed into even more tentacle attacks in the half-illithid version (which will definitely be challenging to deal with in a fast-paced combat), so no further additions here.
- **Damage:** As base creature.
- **Special Attacks:** *Smite good*, 1-2 *darkness* 3/day, 3-4 *desecrate*, 5-6 *unholy blight*, 7-8 *greater invisibility* 3/day, 9-10 *enervation*, 11-12 *greater dispel magic*; CL 12th. These are for the whole creature, not for each head.
- **Special Qualities:** Darkvision 60 ft., immune to poison, acid/cold/electricity/fire resistance 10, DR 10/silver, SR 22.
- **Abilities:** Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +4, Cha +2.
- **Skills:** 7 skill points per (HD + 3) based on new Intelligence for a total of 105 or 120. Add Bluff, Concentration, Diplomacy, Disguise, Forgery, Gather Information, Hide, Intimidate, Knowledge (arcana), Knowledge (local), Knowledge (the planes), Move Silently, and Sense Motive as class skills. Of course, some of these are not appropriate for a hydra.
- **Challenge Rating:** +3.

Sample Creature

Half-Fiend (Paeliryon)/Half-Hydra-Illithid CR 14

NE Huge outsider

Init +4; **Senses** darkvision 60 ft. low-light vision, scent; Listen +17, Spot +17

Languages Common

AC 28, touch 10, flat-footed 26

(-2 size, +2 Dex, +18 natural)

hp 141 (12 HD); fast healing 22; **DR** 10/silver

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 22

Fort +14, **Ref** +10, **Will** +6

Speed 20 ft. (4 squares), fly 50 ft. (poor), swim 20 ft.

Melee 12 bites each +19 (2d8+8)

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +28

Atk Options Blind-Fight, Combat Reflexes, Weapon Focus (bite)

Spell-Like Abilities (CL 12th):

3/day -- *darkness*, *greater invisibility*

1/day -- *desecrate*, *greater dispel magic*, *enervation* (+14 ranged touch), *unholy blight* (DC 14)

Abilities Str 27, Dex 14, Con 22, Int 8, Wis 10, Cha 11

Feats Blind-Fight, Combat Reflexes, Improved Natural Attack (bite), Iron Will, Toughness, Weapon Focus (bite)

Skills Bluff +15, Diplomacy +4, Disguise +0 (+2 acting), Hide +9, Intimidate +17, Listen +17, Move Silently +17, Sense Motive +15, Spot +17, Swim +16

Smite Good (Su) Once per day the creature can make a normal melee attack to deal +12 extra points of damage against a good foe.

Half-Fiend (Paeliryon)/Half-Hydra-Illithid CR 17

NE Huge outsider

Init +8; **Senses** darkvision 60 ft. low-light vision, scent; Listen +19, Spot +19

Languages Common

AC 29, touch 10, flat-footed 27

(-2 size, +2 Dex, +19 natural)

hp 141 (12 HD); fast healing 22; **DR** 10/silver

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 22

Fort +17, **Ref** +10, **Will** +8

Speed 20 ft. (4 squares), fly 50 ft. (poor), swim 20 ft.

Melee 48 tentacles each +18 (1d8+8)

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +28

Atk Options Blind-Fight, Combat Reflexes, Weapon Focus (bite), improved grab, *mind blast*

Special Actions extract

Spell-Like Abilities (CL 12th):

3/day -- *darkness*, *greater invisibility*

1/day -- *desecrate*, *greater dispel magic*, *enervation* (+14 ranged touch), *unholy blight* (DC 16)

Psi-Like Abilities (CL 8th):

3/day -- *detect thoughts* (DC 14), *suggestion* (DC 15), *levitate*

1/day -- *charm monster* (DC 16)

Abilities Str 27, Dex 14, Con 24, Int 10, Wis 14, Cha 15

Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Toughness, Weapon Focus (bite)

Skills Bluff +17, Concentration +22, Diplomacy +4, Disguise +0 (+2 acting), Hide +9, Intimidate +19, Listen +19, Move Silently +17, Sense Motive +17, Spot +19, Swim +16

Smite Good (Su) Once per day the creature can make a normal melee attack to deal +12 extra points of damage against a good foe.

Improved Grab (Ex) To use this ability, the creature must hit an opponent of Small, Medium, or Large size with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and attaches the tentacle to the opponent's head. This creature can grab a Huge or larger creature, but only if it can somehow reach the foe's head. If this creature begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but this creature gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Mind Blast (Sp) Once per day, this creature can produce a mind blast in a cone 40 feet long. Anyone caught in this area must succeed on a DC 18 Will save or be stunned for 1d4 rounds. This ability is the equivalent of a 4th-level spell.

Extract (Ex) If this creature begins its turn with all four tentacles of a single one of its heads attached and wins a grapple check, it automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. Extraction is not instantly fatal to foes with multiple heads, such as ettins and hydras.

Half-fiend/half-hydras can attack with all their heads without penalty, even if they have moved or charged during the round. They can make attacks of opportunity with all heads at the same time, as if each head was a separate attacker.

About the Author

Robert Wiese entered the gaming hobby through the Boy Scouts and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the RPGA Network for almost seven years, overseeing the creation of the **Living Greyhawk** and **Living Force** campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he spends as much time as possible with his wife, new son Owen, and many pets.

He is still involved in writing, organizing conventions, and playing, and he models proteins for the Biochemistry Department of the University of Nevada, Reno.

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